

Laboratory Crowd Behavior









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Crowd Research

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- Large numbers
- Heterogeneous
- Individual Actors
- Interdependence
- Language Barriers
- Empirical testing is difficult











Methods



Gather empirical data on real people and real groups in tactically relevant situations





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Conceptual Framework

- Based on the work of Kurt Lewin
- Field Theory in Social Science (1948)
- Principles of Topological Psychology (1936)

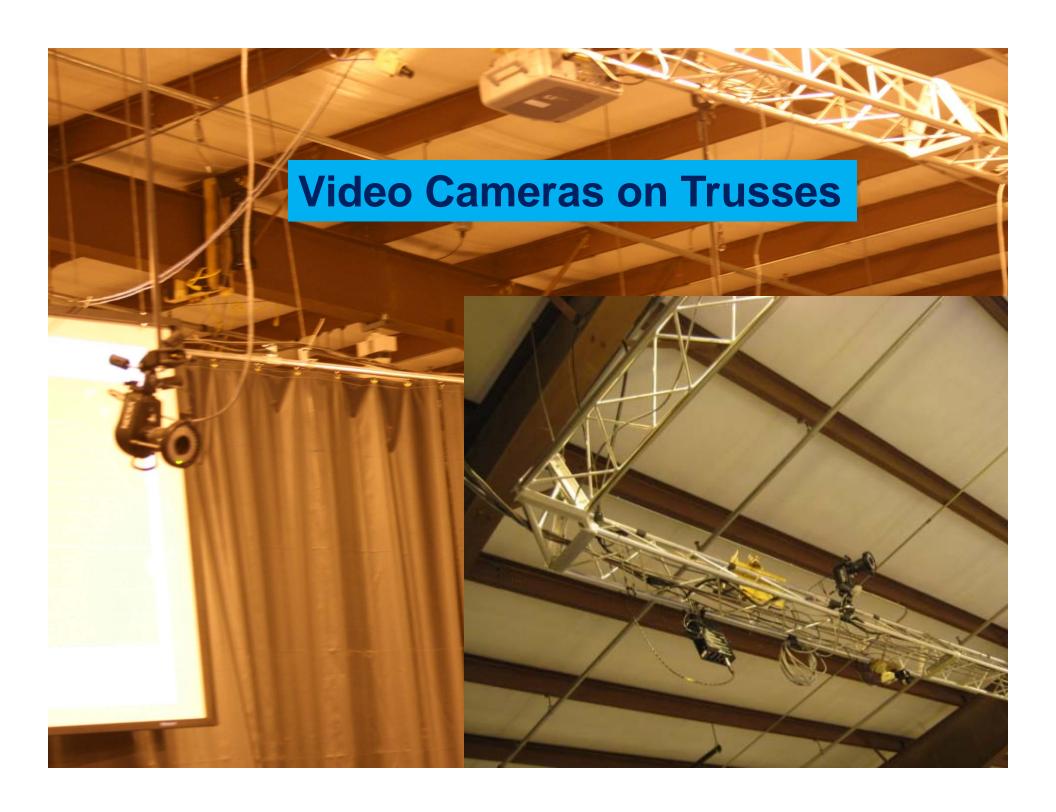






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Method





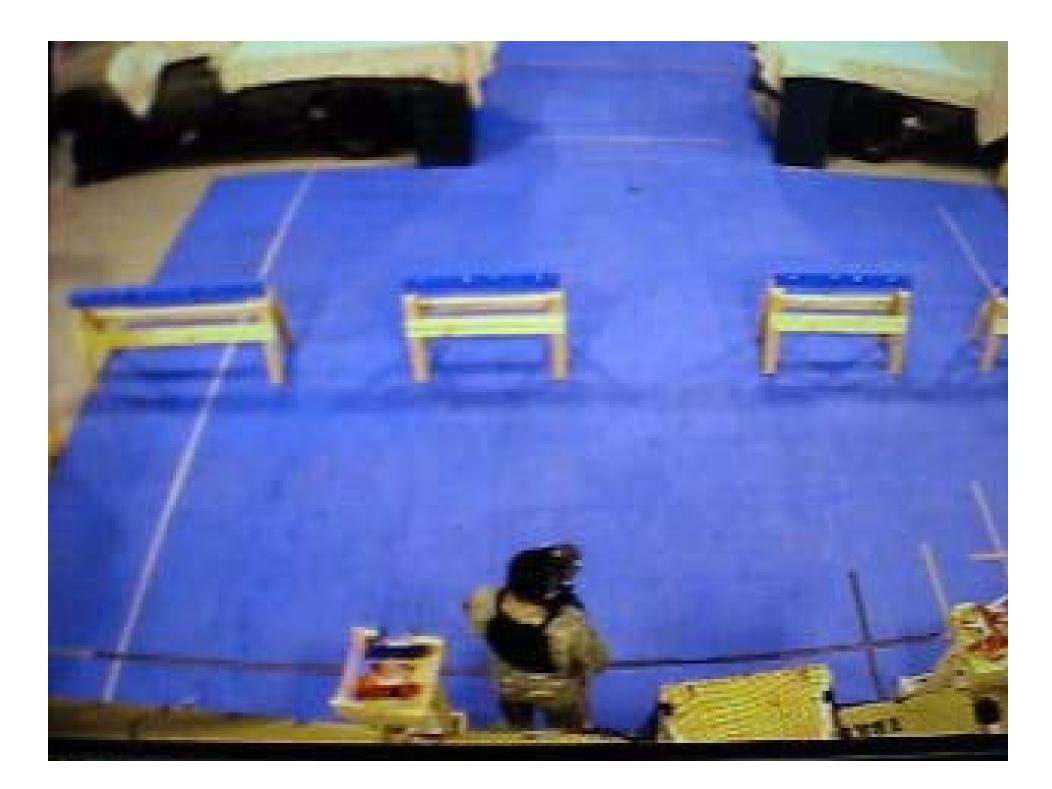
- Groups of 12-19 individuals
- Controlled motivations toward goal & away from control force with money
- Manipulated type of weapon and the ROE
- Approach / Keep away
 - ("Deny access into/out of an area to individuals" JNLE/CBA)
- Recorded spatial data
- Video recording





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Data Measurement



- Vicon V8i system
- 24 cameras
- 120 fps
- Optical tracking of retro reflective markers (ø14mm)
- Marker error <10mm
- Subjects
 - Unique Helmets
 - XYZ location + 3DOF orientation of head
- Control Force
 - Head & Torso

Capability_for weapon



Courtesy Vicon















RDECOM Crowd Studies: Motivation & Behavioral Manipulations





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TBRL Crowd Few - Hand -Threat			



Individual Metrics



S _{t,Sa}	Distance covered in interval
$V_{t,Sa}$	Instantaneous Velocity
ID _{t,Sa,Sb}	Interpersonal Distance between any pair of subjects
$CD_{t,c,Sa}$	Distance between control force-subject pairs
$CID_{t,c,c}$	Interpersonal Distance between any pair of control force





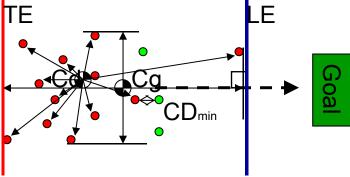


Crowd Metrics



Cg _t	Geometric Center- middle of extrema
Cd _t	Centroid- mean of subject positions
D _t	Dispersion- mean subject radii from centroid
LE _t TE _t	Leading/Trailing edge- max/min along the approach axis
$\rho_{\rm t}$	Density- ρ_t = N / πD_t^2
CDmin _t	Minimum distance between any subject-control force pair
$\sigma O_t \sigma V_t$	Deviation of Orientation/Velocity- StDev of all subjects head orientation or velocity
Vc _t	Bulk velocity of crowd- rate of change of centroid

Defined time periods based on events dependent on the construct or scenario used.



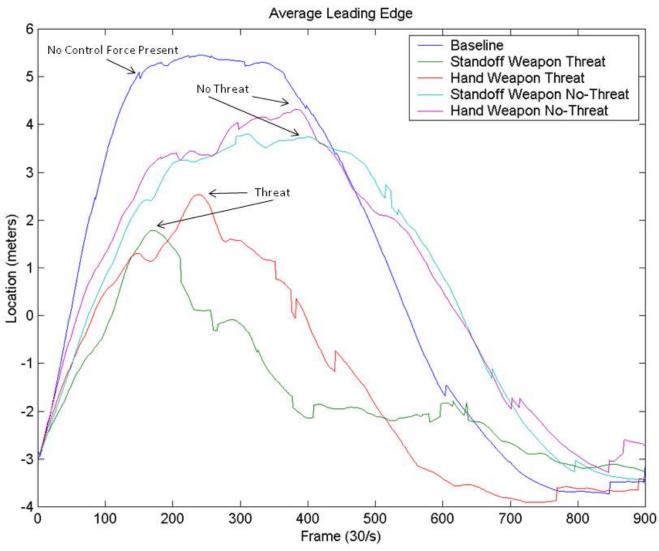






Metrics for Weapon Performance







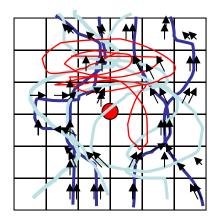




Vector Fields



- Each subjects path of movement considered separately.
- Coordinate conversion so Control Force is origin.
- Subject locations grouped into cells.
- Resulting vector for a cell is the average vector from all data in that cell.
- Stream lines built from Vector Field.





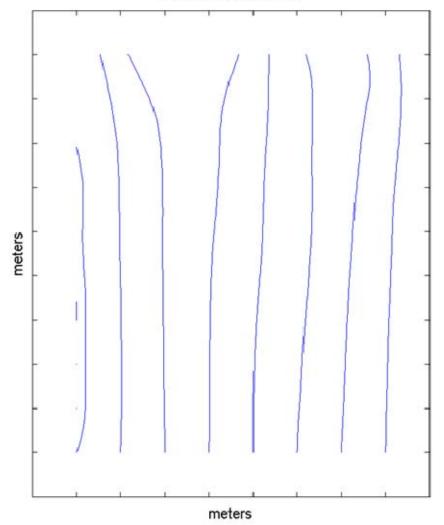




Baseline Vector Field







Goal End

Streamline View

Start End



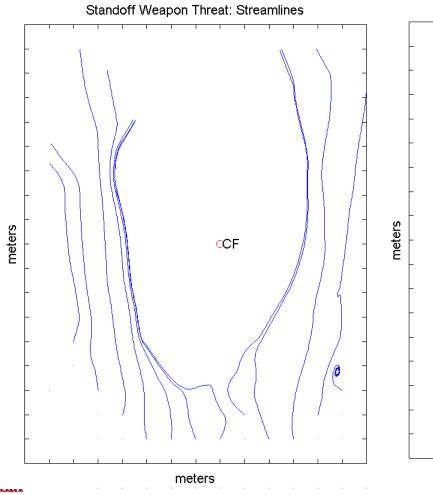


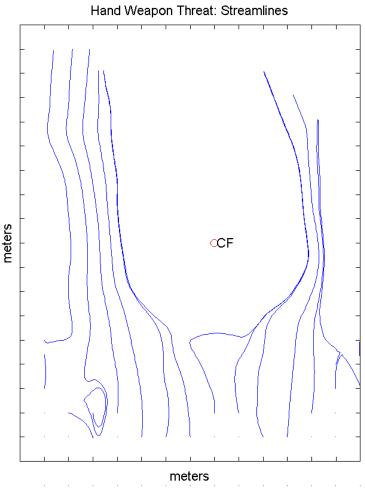


Crowd Metrics for Effectiveness



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Importance of Social Factors



- Response to non-lethal weapons fire depends on social relationships among crowd members
 - Pre-existing Personal Relationships
 - Ongoing Real Time Social Interactions
 - Formal/Informal Hierarchies
- Therefore need method to assess social factors
- Social Network Analysis





Data Measurement



- Social Bonds
 - Self-Report
- Crowd Social Interactions
 - Observed on Video
- Leader Nomination
 - Questionnaire



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Social Network Analysis



- ▶ 19 x 19 matrix submitted to networking analysis software
- ORA Version 1.9.5.4.3, Dr. Kathleen M. Carley, Center for Computational Analysis of Social and Organizational Systems (CASOS), Institute for Software Research International (ISRI) School of Computer Science (SCS) Carnegie Mellon University
- Visualization for insight
- Numerical Sociometrics outputted for formal analyses: density, isolates, linkages among nodes



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Social Bonds



Do you know anyone else who is participating in the study today?

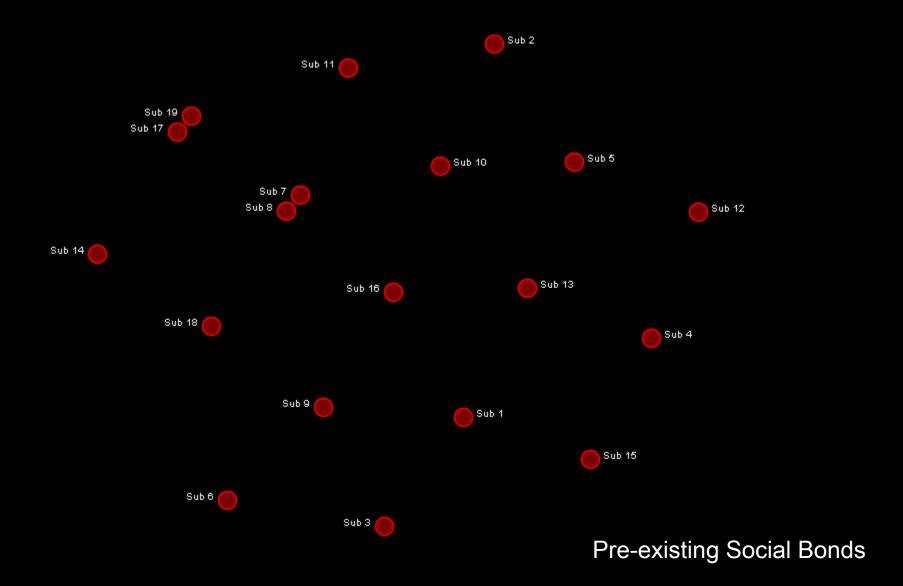
Yes No

If yes, please indicate who you know based on the subject number assigned to them (on their tee shirt or folder). Please circle their numbers below:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20



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Social Interactions

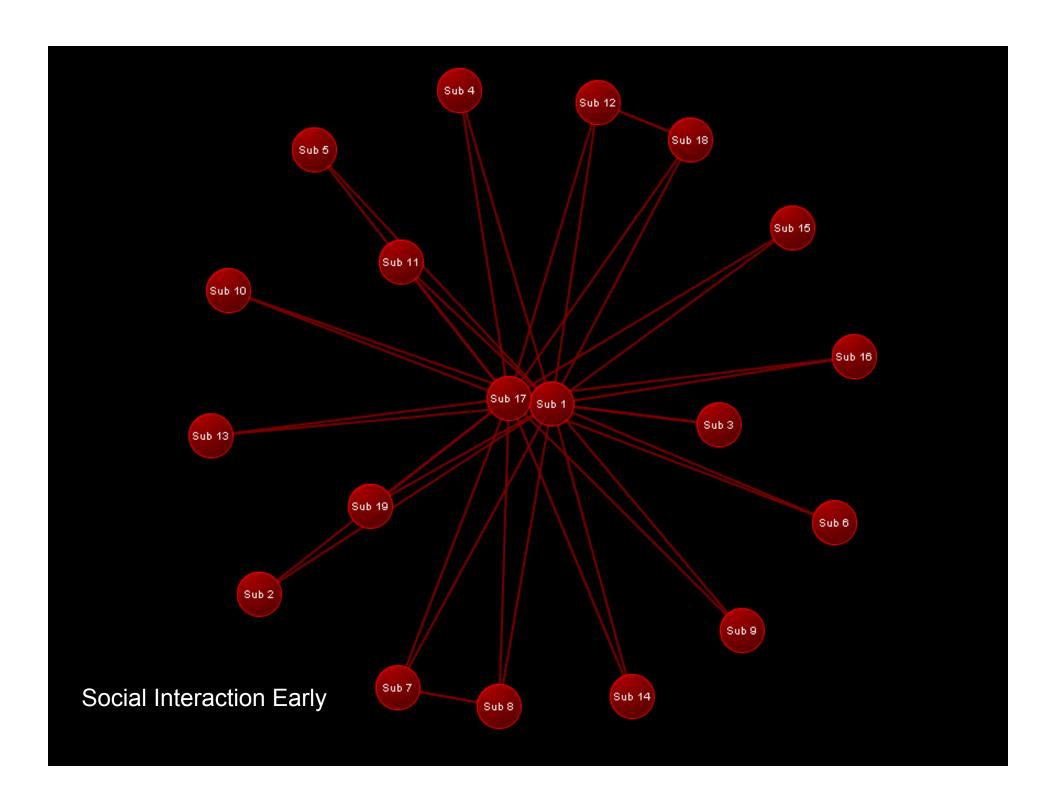


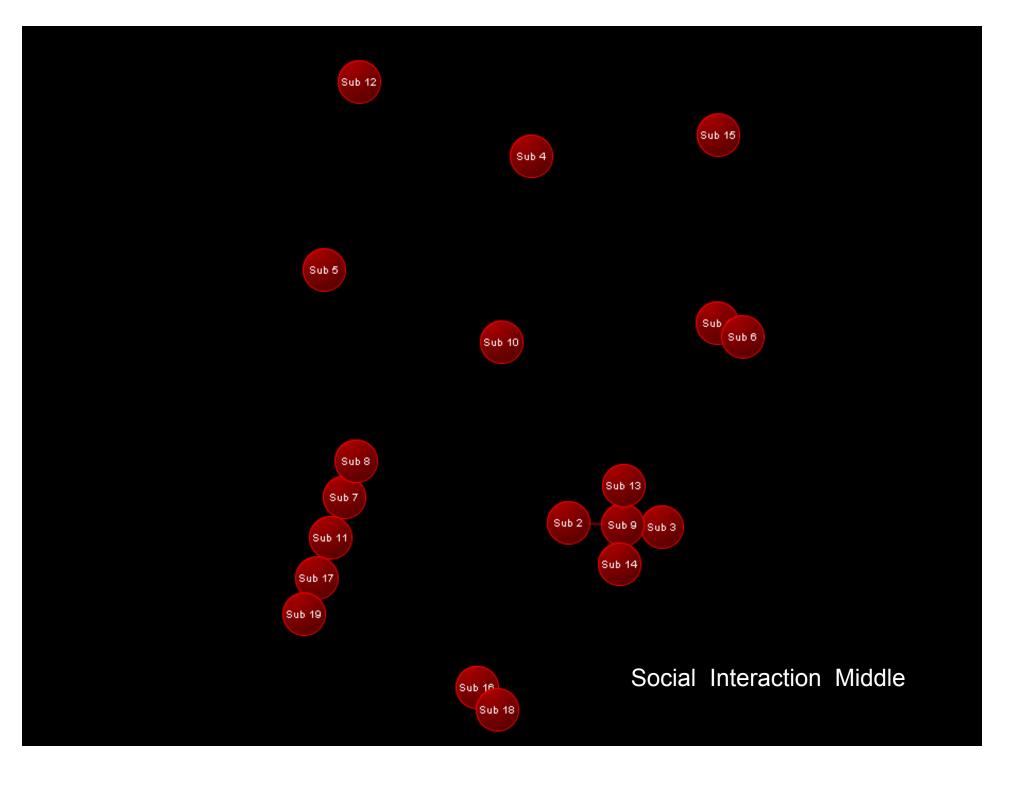
- Videotapes coded for pair-wise social interaction among crowd members:
 - Verbal communication, physical contact, gestures, non-verbal auditory signaling
 - Scored three 2-minute epochs before/during crowd-control force interaction
 - Inter-rater reliability .94

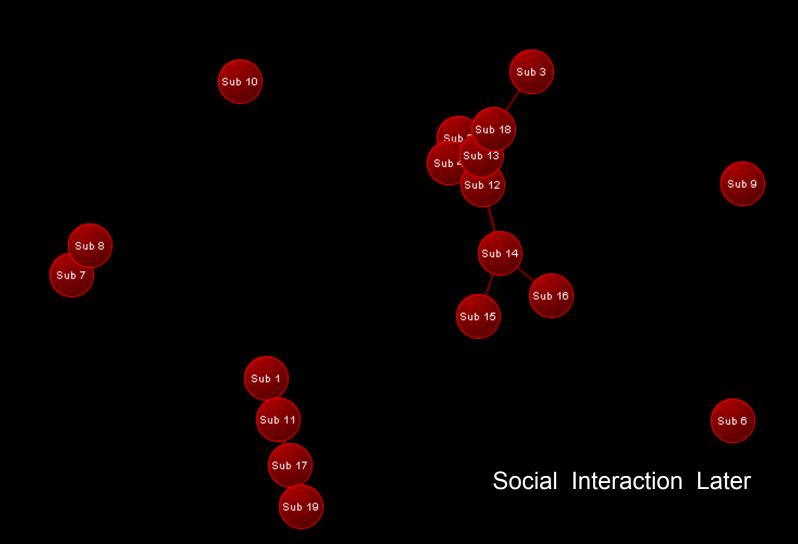




	Sub 1	Sub 2	Sub 3	Sub 4	Sub 5	Sub 6	Sub 7	Sub
Sub 1	0	0	0	0	0	1	0	
Sub 2	0	0	0	0	0	0	0	
Sub 3	0	0	0	0	0	0	0	
Sub 4	0	0	0	0	0	0	0	
Sub 5	0	0	0	0	0	0	0	
Sub 6	1	0	0	0	0	0	0	
Sub 7	0	0	0	0	0	0	0	
Sub 8	0	0	0	0	0	0	1	
Sub 9	0	1	1	0	0	0	0	
Sub 10	0	0	0	0	0	0	0	
Sub 11	0	0	0	0	0	0	1	
Sub 12	0	0	0	0	0	0	0	
Sub 13	0	0	0	0	0	0	0	
Sub 14	0	0	0	0	0	0	0	
Sub 15	0	0	0	0	0	0	0	
Sub 16	0	0	0	0	0	0	0	
Sub 17	0	0	0	0	0	0	0	
Sub 18	0	0	0	0	0	0	0	
Sub 19	0	0	0	0	0	0	0	









Leader Nominations



Was there a person (or people) in your group that you considered to be a leader (or leaders)?

Yes No

If yes, please indicate all the people that you thought were leaders.

Please circle their numbers below:

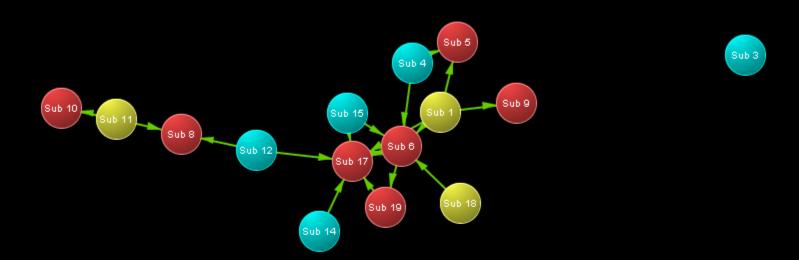
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20



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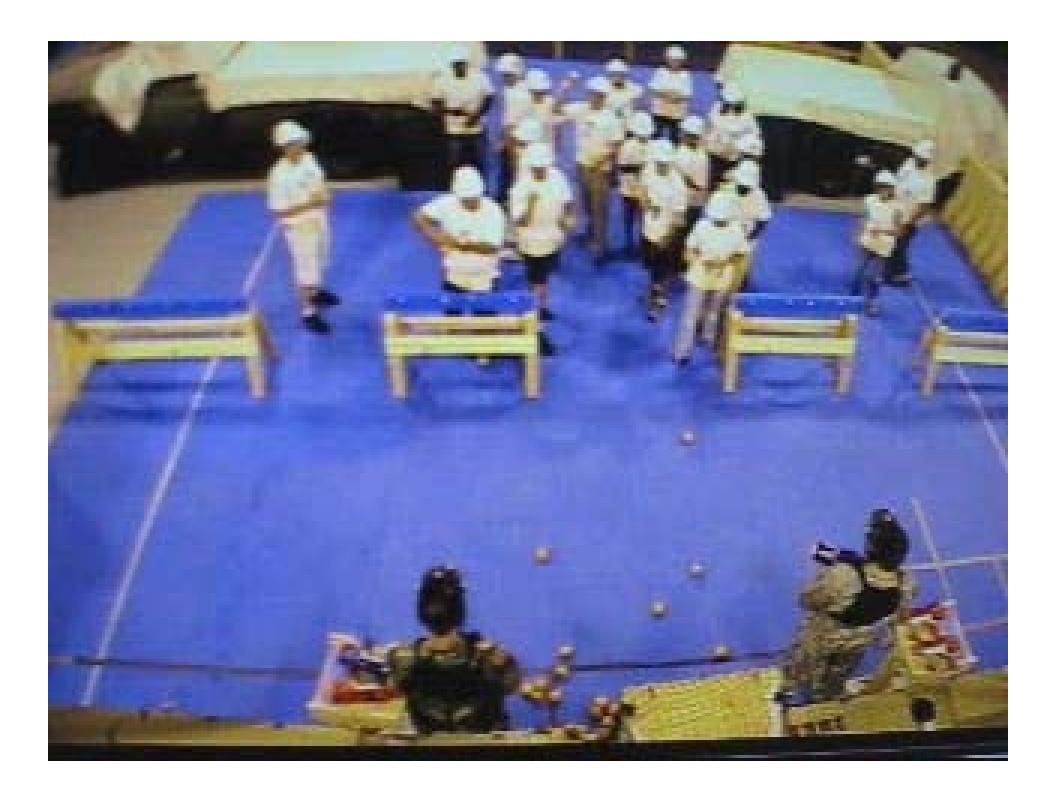
Sub 2



Sub 7



Leadership Nominations





Numerical Sociometrics



	Social Bonds	Early Interactions	Late Interactions	Leadership
Node Count	19	19	19	19
Density	0.0117	0.1257	0.0936	0.0526
Fragmentation	0.9883	0	0.7485	0.4678
Isolate Count	15	0	4	5
Link Count	4	43	32	18
Centralization	0.049	0.5114	0.2059	0.1585



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Conceptualization of Behavior

- B=f(P,E) Behavior is a function of the Person and the Environment
- Behavior can be expressed in mathematical terms
 - Easily imported into modeling and simulation exercises
- The challenge to researchers is to identify the totality of relevant factors and the elimination of extraneous factors







Factors in Crowd Response to Non-lethal Weapons and Systems



- Weapon Variables:
- Visibility (can you see it)
- Predictability (can you tell where it's going to hit)
- Controllability (can do something to avoid being hit)
- Ability ("Effects" damage to persons)
- Environmental Factors:
- Cover
- Escape Routes
- Barriers





- Individual Psychological Factors:
- Motivation toward forbidden goal
- Competing motivations

- Crowd Social Factors:
- Organizational Hierarchy
- Interpersonal Attraction
- Alignment of motivations (do they all want the same thing)
 Communication Ability

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Algorithms for M & S



- $y = \beta_1 x_1 + \beta_2 x_2 + \beta_3 x_3 + ... + \beta_{12} x_1 x_2 + ... + \epsilon$
- "Behavior is a weighted function of variable x₁, x₂, x₃ their interactions, and error."
- y is Output
- x are Inputs (Weapons, Environment, Individual, and Crowd Social Factors)

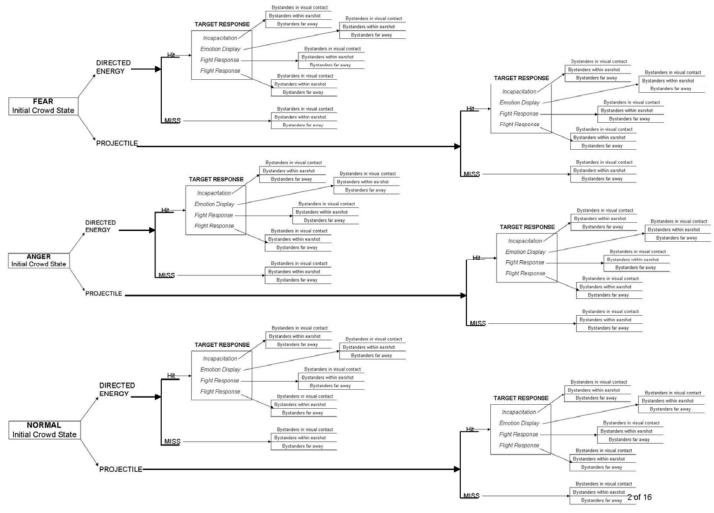






Crowd Model







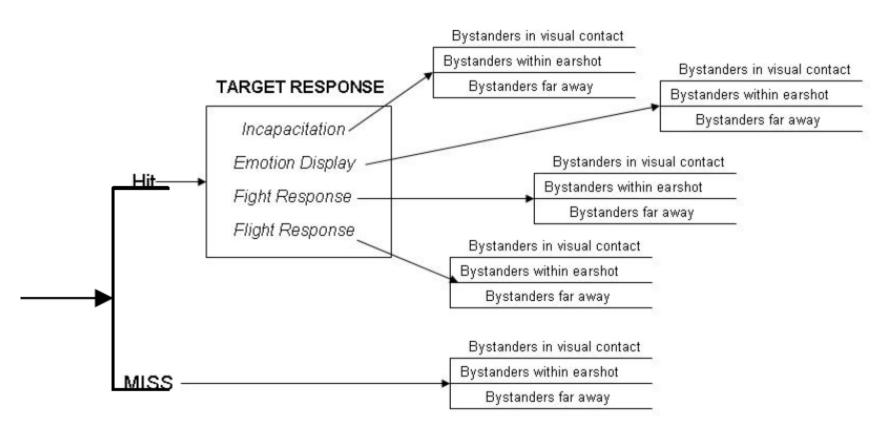


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Model Detail









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Need to make/use against real world observations

- Challenge is to measure
- Challenge is to find recorded measures
- Beware of circularity
 - Can't use same data that you've built the model for validation
- Requires control over factors







Modeling Building



- Quantitative Crowd Metrics allow algorithms to be made
- Algorithms can be used for to build models
- Output and Predictions of applications can be compared to data recorded in lab
- Visualization alone is helpful







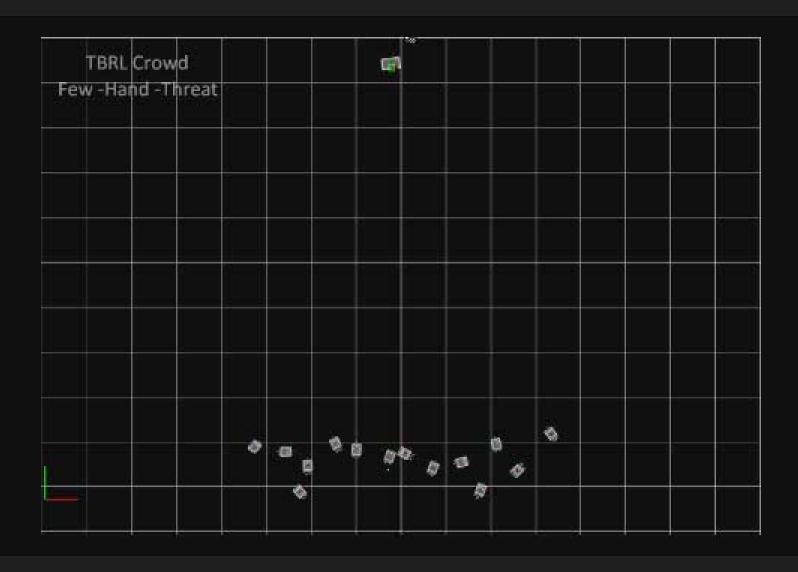
Using Data to Build Models

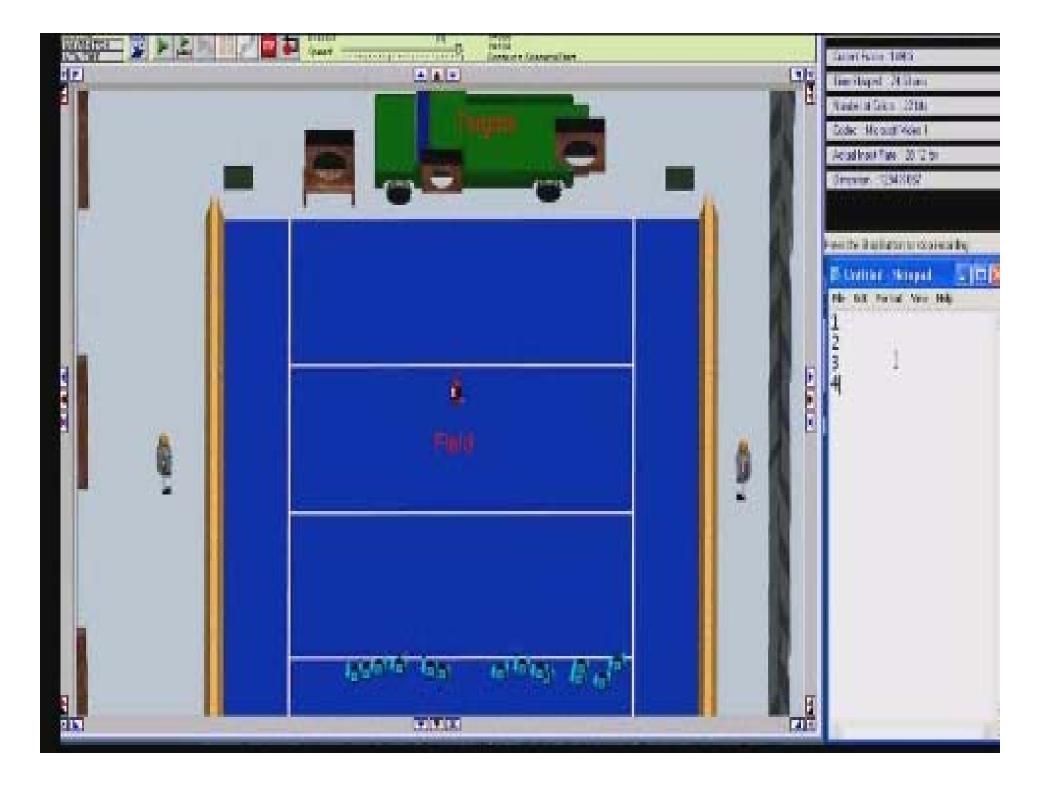


- Comparison of VICON data with computer simulation with same parameters
- MAICE Station™
 Crowd Modeling Application Version 1
 Southwest Research Institute
 www.tspi.swri.org











Critical Elements for Data Feed into Modeling Efforts



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Common Conceptualization of Crowd Behaviors

Lewinian Field Theory

- Common Metrics
- Common Data Formats
- Common Inputs
- Common Outputs







Using Data for Model Validation



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- Build model around a scenario with one level of a parameter using real human data
- Run model with a different level of a parameter and record output metrics and predictions
 - Real human data must exist at this level of the parameter
- Compare output of model to analyses of laboratory data of real



humans



Model Validation: Examples



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Build Model On

Validate Against

- One Control Force
- Three Control Force

 Hand-to-hand Combat Weapon Stand-off Weapon

10 in crowd

20 in crowd



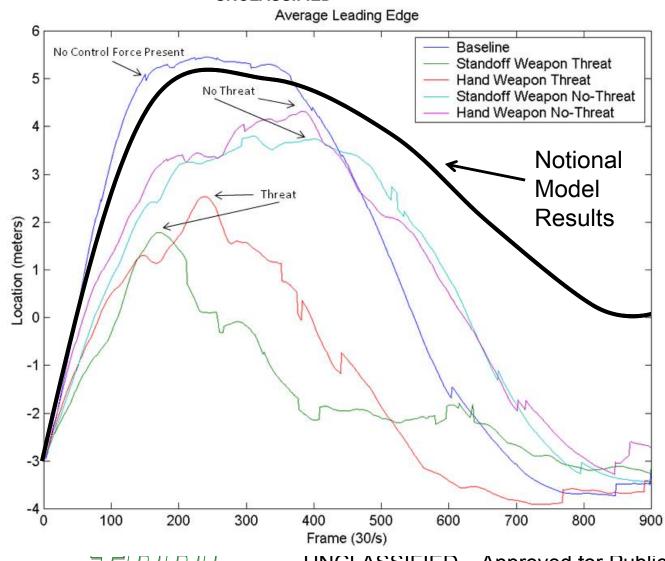




Comparison of Data and Output



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Makedim Helderty National Quality Award 2007 Award Recipient

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